INSTRUCTION MANUAL

PLAY ON
SUPER NINTENDO

Story

Radioactive meteorites have fallen to the Earth and the bad guys at G.H.O.S.T. have captured one of them. Or at least it is believed that they have and that is good enough to be concerned.

The Iron Commando team don't get concerned, they get results. Consisting of Jake, a soldier, and Chang Li, a martial arts master, the Iron Commando team are renowned for getting the results the free world needs them to get.

The army of G.H.O.S.T. is formidable and well-armed, that is apparent. They have seemingly unlimited resources at their disposal. The Iron Commando team are required to travel the globe across 10 levels to stop G.H.O.S.T. and their agents from doing anything with that radioactive meteorite.

Bio warfare could be changed forever if G.H.O.S.T. are able to use that radioactive meteorite in any bio chemical warfare manufacturing.

Game Play Modes

Iron Commando features one or two player modes. The levels are scrolling brawling similar to Legend and Water Margin (also Piko Interactive releases).

Controls

+ Control Pad
Used to move your character around the screen.

Start
Use to make game mode selection

Select
Pause your game while playing.

B Button
Jump.

A Button
Special Bomb Attack

Y Button
Attack.

X Button
Pick up items

Options Menu:

Level

This is where you pick the difficulty.

Sound FX

Pic the Quality of SFX based on your Audio System.

Share Lives

Turn sharing on to let both players share one set of lives. Great for experienced and inexperienced pairings.

Iron Commando Characters

Jake

Is the muscle of the Iron Commando team. He is a non-sense kind of fighter and more than willing to pick up a bat, knife, rifle, whatever and take out the enemy.

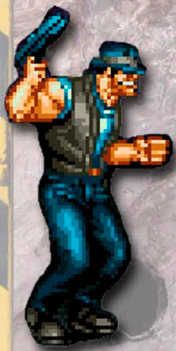
Chang Li

Is the brains behind the Iron Commando team. Li is not big on using weapons so avoid them whenever possible.
Li is a martial arts master and more than comfortable using his fists and feet to his advantage.

This guy makes his appearance later in the first level and does his best to be a thorn in the side of the Iron Commando team. Often armed this guy has more than meets the eye so be careful.

Characters Continuation

One of the more common enemies you can expect to face in the early levels. Often armed with a knife and quick to use it so don't turn your back on him. Can appear armed with a gun, knife, bat, etc and unarmed.



Another late in the first level appearance. Pay attention to this enemy as he is armed with a pistol and can easily blend in with the other enemies that come at you. He will also keep his distance as much as possible, preferring to attack from across the screen rather than right up beside you.

Another enemy that is quick to attack and just generally be a thorn in the side of the Iron Commando team. Watch him as he appears in many forms – armed with a knife, bat, etc and unarmed.

Tips

The enemies will gang up on you. Take out close enemies first and constantly move up and down as possible.

Gun wielding enemies will keep their distance while allowing melee enemies to tie you up. Try and take out the gun toting enemies as quickly as possible.

When using Chang Li avoid using weapons. He will not use them effectively and can actually be weakened when wielding a bat or a knife.

Jake is the “tank” and can cause more damage with his attacks. Jake uses weapons more proficiently but make sure to keep an eye on ammunition in guns.

ITEMS

Recovers some of your health

Apple

Knife

Smallest melee weapon

Largest Melee Weapon

Bat

Handgun

These are some of the Items that you will be able to pick up during the gameplay.

Smallest Gun

Shotgun

Second Level Gun

Granade

Special Item for Special Power

Other Great Super Nintendo

Fantasy based brawler with light role playing game elements. Iron Commando fans will want Legend in their collection.

Super 3D Noah's Ark tells the classic tale from a new view. You know the other version, now play the new one on your Super Nintendo.

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IRON COMMANDO

ARCADE ZONE

PIKO Interactive

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